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1715.—LONG AND LINGERING.



1815.—SHORT AND SWEET.

SHORT WHIST:

ITS RISE, PROGRESS, AND LAWS.

TOGETHER WITH

Maxims for Beginners,

AND

OBSERVATIONS TO MAKE ANY ONE A WHIST PLAYER.

BY MAJOR A * * * *

Behold four kings, in majesty revered,
With hoary whiskers and a forked beard ;
And four fair queens, whose hands sustain a flower, —
The expressive emblem of their softer power ;
Four knaves in garbs succinct, a trusty band,
Caps on their heads, and halberts in their hands ;
And party-coloured troops, a shining train,
Draw forth to combat on the velvet plain.

POPE.

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SHORT WHIST.

SHORT Whist started up, and overthrew the ancient Long Dynasty, about twenty-five years ago : yet, strange to say, no historian has hitherto recorded the event. Ought not this most momentous of all revolutions to have its causes and effects investigated? — to have its mighty influences upon the fortunes of mankind traced to their source? Yea. Come then, oh Muse! in the shape of the Queen of Trumps, and impart to my feeble hand and pen all the strength and finesse thy welcome presence can give

This revolution (compared to which those of 1789 and of 1830 were mere things of a day) was occasioned by a worthy Welsh baronet preferring his lobster for supper hot. Four first-rate Whist-players — consequently, four great men — adjourned from the House of Commons to Brookes's, and proposed a rubber while the cook was busy. “The lobster must be hot,” said the baronet. “A rubber may last an hour,” said another, “and the lobster cold again, or spoiled, before we have finished.”—“It is too long,” said a third. “Let us cut it shorter,” said a fourth.—Carried *nem. con.* Down they sat, and found it very lively to win or lose so much quicker. Besides furnishing conversation at supper, the thing was new — they were legislators, and had a fine opportunity to exercise their calling. Let us imagine these four sages to represent the four suits.

SPADES (*digging into the bowels of the lobster*). Five shall be game without reckoning honours ; thus leaving less to chance and more to skill.

CLUBS. Then you will never get indifferent players to play, and knock up the game altogether.

DIAMONDS. Three should save lurch ; and without calling, the honours may be then scored ; but not at four.

HEARTS. I have finished the lobster ; let us try again, upon the last-named principle, with which I am seriously inclined to coincide, and settle it.

ALL. Agreed.

So they settled to it, and went home in hack-

ney-coaches by daylight, satisfied with having performed this arduous duty.

Next day St. James's Street was in commotion ; the Longs and the Shorts formed each a party, and violent was the contention between them. All the gamblers were Shorts ; and, by dint of that eloquence which invariably flows in streams of persuasion when any thing is to be got, succeeded in bringing over many middling players, to think it a good thing to have more frequent opportunities of losing, or, *may be*, winning. The regular old stagers made an obstinate stand ; they were Longs to the back-bone. What ! (cried they) overthrow the venerable institutions handed down by our forefathers, which we are bound to transmit unsullied to posterity ? What is to become of all those calculations of the odds that we have got by rote, and which by prescription are an integral part of the game ? How can we

become suddenly habituated to this new-fangled rapidity? it is change, but not reform: never will we consent to so great, so dangerous, an innovation. They were soon, however, outvoted; those “whose chariots roll upon the four aces”* had succeeded in gaining over the multitude who play Whist without ever thinking about it. The Longs began to give way, fearing to lose their diurnal amusement altogether, and listened to their opponents, who soon made it plain that good steady play would be recompensed, by obtaining a greater advantage, inasmuch as the loss of a critical odd trick, one out of five, must be oftener fatal than one out of ten; and the events being multiplied, the influence of bad play upon them must be multiplied also. In revenge of the clamouring mob of bunglers, they coalesced with the gamblers: and even went beyond them by introducing French points: thus the stakes were

* Provoked Husband.

not only imperceptibly doubled by cutting the game in halves ; but a very pretty addition made to them by this amendment, which ordained the points played for to be eight, instead of five.

The waves of commotion having thus subsided, the original stirrers-up of the storm, instead of losing their heads, like many of their great prototypes, were installed as lawgivers upon the occasion : they framed a code, which has been observed to this day. Their constituents were, strange to say, all satisfied ; and St. James's echoed to the cry of “ Long live Shorts !!! ”

As frequently happens, however, in another place, where laws are manufactured upon such comparatively trifling matters as trade, taxation, life and death, poor-laws, and the church (all which we must allow to be of very secondary consideration to the noble game of Whist), the

House of aces, kings, queens and knaves made a botch — committed a very glaring and obvious error, which ought to be amended in a future bill ; and, as my strength and constitution have been completely renovated by means which I will impart to the gentle reader before I have done with him, and as I mean to live and stand for the next Whist Parliament, I hereby give notice of a motion to alter and amend the clause which allows four by honours and two by honours to be scored. I have already gone so far as to have a speech made for the occasion ; and intend, as is customary, to give Mr. I., the actor, a guinea a lesson, to teach me how to speak it. Here it is :—

“ Unaccustomed as I am to public speaking,
“ and feeling my inability to do justice to the
“ mighty interests of the illustrious persons,
“ whose presence fills every heart with gladness,
“ I must regret that no abler advocate has taken

“ their cause in hand. Inadequate as are my
“ powers to assign to them all the merit they
“ are entitled to, I am free to confess that a
“ sense of imperative duty impels me to rise, and
“ to take all the sense I can find of the House
“ upon this simple, yet important, point. When
“ the great men who framed the existing law cut
“ the game of Whist in halves, and thereby
“ doubled the pleasure and profit of their pains-
“ taking and most deserving fellow-subjects, —
“ when, I say, they boldly cut away the half that
“ was superfluous — when they with admirable
“ arithmetic made what used to be ten, five,
“ ought they not to have cut the whole — ought
“ they not to have cut the honours in halves
“ also? By omitting this, they have done their
“ work by halves. (*Hear! hear!*) Is it not sense,
“ is it not justice, is it not reason, that, the game
“ being halved, all parts of it should have been
“ halved, and three honours reckoned one point,

“ four honours reckoned two points ? Thus would
“ the aristocratic portion of this useful game be
“ kept within due bounds,—would not, by possess-
“ ing (as at present), an undue and unpopular
“ power and preponderance, excite those feelings
“ which must ultimately be injurious even to
“ themselves ; and which they will, no doubt,
“ with their well-known liberality, now willingly
“ concede.

“ I must, add, however, that whatever is given
“ up, they will yield from a sense of right — not
“ giving way to idle clamour, which they despise,
“ as it is well known they are thorough game.

“ I therefore conclude, by moving, first, for an
“ authentic return of what is scored at Whist in
“ the best societies, distinguishing between what
“ is scored by *tricks* and what by *honours*,—and,
“ when these are officially before the House,

“ secondly, that a committee be appointed to
“ search into the laws of this important game
“ generally, and to report if great benefit to the
“ public may not arise from any, and what, alter-
“ ations in them.”

LAWS OF SHORT WHIST, AS NOW PLAYED.

1. The game is five up; one point scored saves a triple game; three points scored saves a double game. The rubber is reckoned two points, making eight in the whole.
2. Honours are not scored at the point of four.
3. If the dealer turns up a card by his own fault, the adverse party, on naming it, may call a new deal; but, if any card, except the last, be faced, it is a new deal of course.

4. Should any player have but twelve cards, and the others their proper number, the deal stands; and he who has the twelve cards (supposing the pack to have been originally perfect) is subject to the penalty for any revoke he may have made; but if either have fourteen cards, the deal is lost. *Count your cards as you sort them.*

5. If the dealer drop the last card upon others with the face downwards before it has been seen, he loses the deal; it is, however, permitted to place it apart, while bets are made, or the former deal settled.

6. The dealer should leave the trump card on the table till he has played, after which no one is entitled to see it, but may enquire at any time what suit is trumps. Should the trump

card be left on the table after the first trick is turned, it may be called.

7. Every player, before a trick is put together, may insist upon knowing who played a particular card, or require each to lay his card before him, which comes to the same thing. Formerly the demand for a particular card must be made before playing ; but, according to the authority of my old friend Matthews, it was settled otherwise — and very properly.

8. If one of the players omit playing to a trick, and remain with a card more than the rest, the adversaries have the option of calling a new deal.

9. If the third player play before the second, the fourth or last player may play before his partner ; if the fourth player play before the

second (his partner), the second may be compelled to win, or prevented from winning the trick.

10. Mistakes in scoring tricks may be rectified at any time during the game, whether called or not — also honours, if proved to have been *called* in time ; namely, before the trump card of the next deal is turned up.

11. If any person lead out of his turn, the adversaries have the option either to call the card so played, at any time, or to call at the time any suit they choose from the partner who ought to have played.

12. If any one, supposing he has won a trick, lead again before his partner has played to it, the adversaries may oblige the partner to win it.

13. A card to be called must have been separated from the rest — and named. Should he who calls a card name a wrong one, he may have his best or worst card of any suit called during the deal.

14. An exposed card, or a suit, must be called before the party plays; but he may be desired to stop, and the adversaries may consult as to calling.

15. A card is liable to be called if named, or even hinted by any player to be in his hand.

16. Cards thrown down must remain upon the table, and may be called by the adversaries.

17. There are three ways of exacting a penalty for a revoke, which takes place of every other score:— three tricks may be taken from the party

revoking ; or three points from their score ; or three added to their adversaries' score. And whichever way the penalty may be taken, the revoking party must remain at four, notwithstanding sufficient might have been left to make them game.*

18. A revoke is not established before the party revoking or his partner has played again, or the trick has been turned and *quitted*; but the adversaries may call for the highest or lowest of the suits at the time, or the card shown at any period of the deal.

* There is frequently judgment required in selecting the penalty for a revoke. If the revoking party be four love, add three to your own score ; as it saves a double game, and puts you at three to four : if he be at three, take them away from his score ; and so on. In taking away his tricks, recollect you may safely leave him to reckon honours ; as he must remain at four, it is only to calculate how the scores will remain, after the penalty is taken.

19. If a revoke be claimed, the adversaries forfeit as for a revoke, if they mix the tricks before it is settled.

20. No revoke can be claimed after the cards are cut for the next deal.

21. Whoever shall, by word or gesture, show his approval or disapproval of his partner's mode of play *during the deal*, or make any remark, or ask any question, not specially allowed by the Laws of Whist, shall forfeit one point, either to be added to the adversaries' score, or deducted from his own, at their option.

22. If the dealer looks at the bottom card, he loses his deal.

23. Whoever loses his temper, and scolds, should be cut, and never come again.

There are two, or perhaps three, clubs in London, where it is ruled, that whoever scores honours without having had them, forfeits the number scored: this is a rule that ought to become general.

Having given the laws above, with which every one who plays ought to be acquainted, let us proceed to lay down some of the principles of the game; premising, that no written instructions can make a fine Whist-player. Common attention, however, to the effects of different leads, and of the ordinary combinations, if looked into, with the *cards before you*, will enable any one to cut in if requested, and to defend his money.

The old discussion, whether Short Whist is to the advantage of the good or middling player, seems to be settled, like many others, by both retaining their own opinion. Matthews, the most

gentleman-like and best Whist-player of the Long school, in his Short Observations published upon the new game, as he calls it, has expressed his opinion that it was in favour of the middlings; but to my certain knowledge he lived to change it, and to see how frequently indifferent play prevented saving a game; for it is in playing bad cards to advantage that superior skill is most manifest. Another discussion, as to whether this game was to be played in a different manner from the old, still exists. You will constantly hear dogmatists say, "It is dangerous to finesse at Short 'Whist.'" The good player knows that a finesse, to be a finesse, must be made *à propos*, which nothing but *knowledge* and *quickness* can teach. The point in dispute may be thus settled:—How would good players play at five-all in the old game? They would play to make five to win the game, or three points to score eight for the advantage of calling: this is precisely the new

game — the attack and defence is therefore the same as at five-all. The introduction of Short Whist has, however, had the effect of improving Whist-players generally ; scarcely a bungler now exists who does not know that five tricks with one honour save the game. Whereas, formerly, bad Whist-players were like travellers upon a straight French road, between a long vista, which seemed to have no end and no variety ; they played the same from one end of the game to the other, always thinking of ten points : now they have learnt that a sudden turn on a rapid Macadamised turnpike may bring its *coup de grâce* ; and they, as well as they can, look to the score, and play to points : it is, therefore, almost unnecessary to say —

1. Never risk the fifth trick with a bad hand, but play out a winning card.

2. Supposing you to have four tricks, your adversaries to have five tricks, and you have the lead with king, three of a suit, and one losing card, of which you know your adversaries to have the best : lead the losing card, as your best chance of making your king is for the adversaries to lead that suit.

3. The good player plays his partner's hand and his own, or twenty-six cards ; the bad player his own thirteen only. Play a losing card rather than lead a weak fresh suit ; as it is probable, if the adversaries lead that suit, your partner may screw out a trick with even the third best of it, by becoming last player.

4. The original lead will often effect the loss or saving of the game. With a bad hand, lead that suit which is least likely to injure your partner's hand. It is clear that, unless he holds an honour,

and can make at least four tricks, the game is gone; as you can make, perhaps, at most one. Do not, therefore, lead from four or five small cards: rather lead out a king from king and two others. Queens and knaves are strengthening cards. Many players differ as to leading single cards when weak in trumps. It appears to me oftener to defeat than to gain its own object: as, unless your partner holds the ace of the suit, or the king with the ace on his right, you inevitably sacrifice the king or a good card: you moreover run the risk of being defeated by your own partner; as he, with other strong suits, will give you credit for strength instead of weakness in this, and lead trumps. The knowledge of the following odds will help to guide the lead:—

- i. It is two to one that your partner does not hold a certain card.

- ii. It is nearly five to four that your partner holds one card out of any two.
- iii. It is nearly three to one that he does *not* hold two cards out of any three.
- iv. It is about five to two that he holds one card out of three.
- v. It is about three to two that he does *not* hold two cards out of four.
- vi. It is about four to one that he holds one card out of any four.

5. Suppose you to be leader, with knave, ten, nine, three and two of clubs, five small trumps, one small diamond, and two small spades; lead the nine of clubs, as it is five to two in your favour that your partner holds an honour, you

have the best chance of clearing your suit ; as, be it remembered, in clearing a suit, it is almost as necessary to take the command from your partner as from your adversaries. If, in this case, your partner has no honour, the nine will draw one, and two only remain against you : by this method of play you have, 1st, the advantage of making your partner last player in your two weak suits ; 2dly, the best chance of a saw, as your partner may probably trump clubs, and you trump diamonds ; 3dly, if the adversary returns clubs, from disliking to open a fresh suit, you (having five trumps) may establish your suit. Upon the same principle, with a king, knave, and ten of a suit, lead the ten.

6. The safest leads are from sequences. It is usual to lead the highest ; but it is also usual to lead the knave from king, queen, knave ; which is done with a view of getting the ace out of your

SHORT WHIST.

partner's hand, if he has it, or of stealing a trick if the ace should lie on your left. The same is applicable to all circumstances. If you wish your partner to put on his best, lead the lowest of a sequence ; if you wish him to finesse, lead the highest. To your partner's lead put on the lowest of a sequence and return the highest; to your adversaries' lead put on the highest.

7. With king, queen, ten, in all suits, lead the king ; but if it passes, do not therefore conclude the ace to be in your partner's hand, as it is often kept up. You can change your lead, and wait for the return of the suit, when you will have the finesse of the ten at a critical point.

8. With king, queen, five of a suit, always the king ; with four in trumps, lead the lowest ; in other suits the king, unless you have the only

remaining trumps : in that case, you may lead the lowest.

9. With king, knave, and two or more small cards, lead the lowest. Avoid leading from king, knave, and one small one. If forced to do so, and if the strength in that suit clearly is with your partner, lead the king and knave.

10. With queen, knave, nine, and others, lead the queen ; queen, knave, and one other, the queen ; queen, knave, with two others, the lowest ; queen, with three small ones, the lowest.

11. The trump card, of course, will occasion some deviation from these rules. Leading the ten through knave or queen gives your partner the choice of a finesse. If you have ace or king, ten, nine, and others, lead the ten, through an honour ; if the knave or queen be put on, you have

a finesse yourself, on the return of the suit, with the nine.

12. With ace, king, knave, six trumps, play out the ace and king; with ace, king, knave, five trumps, it is safer to play the king, and wait for the finesse, unless you have in other respects a decidedly commanding hand. In other suits, without great strength in trumps, or with the hope of establishing the suit, do not wait for the finesse.

13. With ace, king, five, lead the ace in all suits ; with four or less in trumps, the lowest ; also the lowest of any other suit, if the remaining trumps are with you, and if three tricks in the suit are necessary.

14. With ace, queen, knave, and others, in all suits, the ace ; ace, queen, ten, and two others, in

trumps, a small one ; but in other suits the ace, unless strong in trumps. It is so common to find middling players who will *never* lead from ace, queen, that it is necessary here to observe that many games are lost by this habit. It is often better to lead from ace, queen, than to open a weak suit.

15. With ace, knave, and three small ones, lead the lowest in trumps ; in other suits, the ace, unless strong enough in trumps to have a hope of establishing the suit.

16. With ace and four small cards, in trumps, lead the lowest ; in other suits, the ace, except when strong in trumps.

17. With ace and one other, it is usual to lead the ace ; it is good play, however, to lead the

small one, if you have reason to think your partner weak in the suit.

The above outline of the leading leads, and the motives for them, will enable any reflecting person to adapt his play to the infinite varieties of Whist. We will now proceed with some further instructions, that may be useful to players of every grade.

PECULIARITIES OF SHORT WHIST.

The leader is usually supposed to have the advantage in playing for the odd trick; it depends, however, entirely upon the nature of his hand: in most cases the dealer, as last player, has the advantage, in this as in every other score.

There is a possibility of making eleven points upon the cards, namely, seven by tricks and four by honours ; as it is never requisite to make more than five at *Short Whist*, a trick or two may be often given away with advantage, in order to make sure of the game ; consequently —

1. With five trumps, and a good suit, refuse to be forced, which intimates the strength of your hand to your partner, and perhaps will enable you to make three tricks instead of one. No good player will play for more than the game, unless indeed to show off to the gallery : opportunities of making brilliant strokes, and astonishing the natives, occur so seldom, that it requires some forbearance to refrain from attempting them, to your own disadvantage.

2. Under-play is also more frequently allowable at Short Whist ; that is to say, keeping up a best

card, and permitting the adversaries to make a trick or two, either in trumps or in a long suit, in order to secure the next yourself.

3. Middling players must, however, be cautious of attempting to run before they can walk ; they must recollect, on the one hand, that the ace of trumps played out can make but one trick, and draw three other cards ; kept back, it may protect a small one. On the other hand, that there are thirteen cards to a suit only, consequently they must judge from the number, say five or six, in their own hands, and the adversaries' play (as leading from sequences or not), whether the suit is divided so as to make it probable that the cards desired will fall to the ace. The state of the score is the surest guide, as a *certain* odd trick is infinitely preferable to making two by any risk, when the two are not wanted.

MAXIMS FOR BEGINNERS.

Recollect that maxims can only be laid down generally; that it is necessary to adapt them to circumstances, to alter and modify them according to the many changes which arise, and sometimes to desert them, and adopt a different mode of play altogether. Thousands sit down to play Whist, and millions of pounds are made to change hands yearly by its powers of transfer; nine persons out of ten, however, would lock their doors if they sat down to study the principles of the game (which cannot be done effectually without the cards before them), from a dread of being caught, as if they were ashamed of being seen to learn what they are not ashamed of being seen to practise: this gives professors a decided advantage. We learn to ride, to shoot, to play

billiards, to fence, to box ; we study the elements of other amusements, chess for instance ; why should we then expect to find a royal road to the acquirement of Whist ?

Playing Whist at a regular and moderate stake cannot fairly be termed gaming ; many have, nevertheless, injured their fortunes by it, particularly at their outset in life, by playing high stakes too soon — by attempting to practise before acquiring a competent knowledge of the theory. As a relaxation, games of skill are a happy invention ; like all other things, if followed to excess, they are pernicious. So necessary, however, is occupation to mankind, that more toil is frequently submitted to for amusement than is undergone in business. How many will sit at Whist all night, playing shilling or half-crown points ; it is a fascinating and interesting game, but, as I can testify from woful experience,

nothing is more prejudicial to health than these long sittings. I attribute shattered nerves and general debility to the morning club and the evening rubber : I was obliged to discontinue the amusement; and, after consulting half the medical men in London, I must, out of gratitude, mention here, notwithstanding the laugh may be against me, that I tried, in despair, Harvey's Restorative Cordial, advertised by a Society for the Restoration of Health, 90. Charlotte Street, Rathbone Place, which set me on my legs again, which has stimulated me to, and enabled me also to undergo the fatigue of, writing these pages, which will, I hope, be serviceable as a warning to youth against play, and to age, debility, or premature decay, as pointing out a means of relief.—But to Whist,

Never lead a card without a reason — a bad reason is better than playing at random without

any at all. Avoid forming a method or system upon observation of one or few results, as bad play may in one or two instances succeed, when good would not. Before you play sort your hand carefully; look at the trump card, and consider the scores, the strength of your own hand, and probable strength of your partner's; also the situation of the cards according to calculation, subject, however, to any changes that may be indicated in the course of play; after which, keep your eye on the board instead of poring over your own hand: without strict attention to the fall of the cards, no maxims, or even practice, can make a tolerable Whist-player.

Be cautious not to deceive your partner in *his* or *your own leads*, or when he is likely to have the lead—a concealed game often succeeds in the suits of your adversaries; but this should not be attempted before having made considerable

proficiency, and, if too frequently resorted to, will destroy its own effect.

At the commencement of a game, a good hand is entitled to play a bold game; or, if the adversaries are considerably advanced in the score, a middling hand should be so played as to strengthen the partners, as it is evident the game must be lost, if he is weak also; lead, therefore, boldly, kings, queens, knaves, from three of a suit, or the highest trump you have; if the scores are equal (two or three all, for instance), play more cautiously.

Be as careful of what you throw away as of what you lead; it is frequently of consequence to put down even a tray with a deuce in your hand.

Your partner leads a four; your right hand adversary plays a five; if you put down a tray,

it ought to be *certain* that you have no more of the suit; but if the deuce make its appearance afterwards, it will destroy all confidence in your play, and you will be justly set down for a *spoon*. These minor qualifications of Whist-playing are attainable by everybody; and when once the great advantage of this kind of correctness is seen, the worst player will practise it as constantly as the best; common attention being all that is requisite.

With two cards only of a suit, leading the highest and playing the lowest afterwards, shows your partner that you have no more, and that you have led for a ruff.

Do not lead trumps merely because an honour is turned up on your left, or be deterred from it if on your right hand; either is proper if circumstances require trumps to be led.

Finessing is generally advantageous in trumps, or in the other suits when strong in trumps, as tending to promote the desirable object of establishing the long trump and the long suit.

Never trump an uncertain card if strong, or omit to do so if weak in trumps, even if you know the best of the suit to be in your partner's hand. The advantages are making a useless trump, intimating the state of your hand to your partner, and of keeping the command (perhaps of the adversary's only suit) in your partner's hand. Keep the command of your adversaries' suit as long as you possibly can, but never that of your partner.

Do not trump a thirteenth card second hand if strong, but always if weak in trumps.

Always force the strong hand, seldom the weak: never both, otherwise you give one of the

adversaries an opportunity to make his small trumps while the other throws away his losing cards: the extent of this error is seldom comprehended by unskilful players, who, seeing the good effect of judicious forces, misplace them to their own disadvantage.

The effect of a force may be exemplified by the following extreme case:—

A has six minor trumps and a *septième major* in another suit with the lead: B, his adversary, has a *seizième major* in trumps, a *quart major*, and a *tierce major* of the other suits: if A, relying upon his six trumps, lead a trump (and many say with six trumps always lead one) he loses *every trick*; if, on the contrary, he forces B once, he inevitably gains the odd trick; the same principle operates through every combination of the fifty-two cards: a conviction of it is one of the

first necessary steps towards an insight into the game; and although so great an effect may be seldom produced, there is scarcely a rubber played wherein the soundness of the principle of forcing is not experimentally proved.

When with a very strong suit you lead trumps, hoping your partner may command them, show your suit first: if a strength in trumps is in your own hand, play them without showing your suit.

With the ace and three other trumps it is seldom right to win the first and second lead, if made in them by the adversaries, unless your partner ruffs a suit.

With strength in trumps, more particularly if having a long suit, avoid ruffing your right-hand adversary's leads. This maxim is less practised,

but more necessary, than almost any other, and may be exemplified as follows : —

The cards being nearly equal, the object of the good Whist-player is to establish a long suit ; to keep the long trump to bring it in, and to frustrate the same plan of his adversaries. With an honour (or even the ten), and three other trumps, you may by good management succeed. Do not overtrump your right-hand adversary early, but throw away a losing card ; one trump being thus gone strengthens your hand ; and your partner, as last player, has that advantage in whatever suit is led. Whereas, had you overtrumped, you would have given up the whole chance of the game to secure one trick : but this, like all rules, is not without exceptions ; namely, if your left-hand adversary has shown a great superiority in trumps, then make whatever tricks you can. If your partner (a good player) means

obviously to force you, of which you may judge by his playing a winning or losing card of the suit to be trumped: if the former, he may not intend to force you; if the latter, you may give him credit for strength in trumps to protect your long suit. In short, it is bad to play for a great game with a weak hand, or a weak game with a strong hand, when the state of the scores requires the reverse.

If circumstances make two leads in trumps requisite, play the ace, let your other trumps be what they may.

It is an old dogma not to force your partner unless strong in trumps yourself, there are, however, many exceptions to this rule.

If your partner leads with a view to be forced, or from a single card.

If great strength in trumps appears to be against you.

If there is a probability of a saw.

If your partner has been already forced, and did not lead trumps.

If you are playing for an odd trick only.

It is a nice point to know when to lead trumps. The following observations will assist beginners in reasoning upon this essential part of the game : —

With six trumps, if you have, or suppose your partner to have, a strong suit.

If strong in other suits, but weak in trumps, particularly having a knave or ten to lead in.

If your adversaries show weakness in the other suits.

If your adversaries are at the point of three, and you have no honour, or probability of a ruff.

It must, however, be borne in mind, that leading a weak trump destroys the tenace in them, and often sacrifices your partner's trumps; the ulterior object in other suits must, therefore, be the guide.

When an adversary refuses to trump, and throws away a small card, it indicates that his hand consists of a strong suit in trumps; one strong, and another weaker suit: if he throws away a high card, it shows that he has two suits only, one of which is trumps. In these cases avoid leading trumps, or his suit, force him,

and give your partner an opportunity to trump and over-trump. It is a common fault with bad players to lead trumps the moment an adversary refuses to ruff, which is playing his game, and is likely to give away many tricks, which forcing him would have saved.

If strong in trumps, and the right-hand adversary leads a suit of which you have ace, king, and two others, you may either put on the ace, and continue the same suit, in order to force your partner, or put on a small one, in the hope of your partner's winning the first trick in the suit. This is not allowable if weak in trumps. If you win your partner's lead with the queen, it is not judicious to return it except in trumps.

It is bad to lead from three cards, unless in sequence. When obliged to do so, particularly if you have reason to think your partner strong

in the suit, lead the highest, though it be the king or queen.

The first object is to save the game, the second, to win it ; and hazardous play is justifiable, with reasonable prospect of obtaining either of these ends. If neither is in question, play to the scores ; that is to say, do not give up the certainty of an odd trick, or of scoring three for the chance of making two or four. An equal finesse may be risked, that will (if it succeeds) prevent the adversaries from these scores.

It is essential to return your partner's lead in trumps ; you may, however, judge of the propriety of doing so, according to your own hand, if the trump he led is an equivocal card, a nine or a ten (for instance), which are led with propriety, both from strong and from weak suits,— the nine may be led from a quint to a king, or from king,

knave, ten, nine. It is also led when it is the best of one or two others.

With four trumps only, do not lead them until your strong suit is established, as that number is not sufficient to bring in a suit of which you have not the command: the same position of cards will demonstrate the advantage of leading a small card from ace, king, five of a suit; for without the long trump you will be foiled in the suit for which you have led trumps, if either adversary have queen, three cards of it. It is good play, however, with a tierce major in trumps, to lead trumps twice before you lead your suit to clear it.

If you remain with the best trump, and one of the adversaries has the others, do not play it out, as it may stop a long suit of the other adversary, and prevent *his* getting the lead again.

If both adversaries have trumps, and your partner none, it is generally right to take two for one.

If strong in trumps, and having the commanding card of the adversaries' suit, of which you find your partner has none, lead small ones to force him, and keep the commanding card back.

If your partner leads the ace and queen of a suit, of which you have king and two others, win his queen, in order that you may not stop his suit.

When your right-hand adversary wins, and returns his partner's lead, particularly in trumps, if you have the best and a small one, play the small one, as your left-hand adversary will probably finesse, and allow your partner to make the third best.

Be careful to show your partner that you command in trumps; he will then keep his own

strong suit entire, instead of guarding the adversaries' suit, as he ought to do when the strength in trumps is with them.

If your partner lead a trump, and you have ace, knave, and another, you should be guided by the object of getting two rounds of trumps, whether to put on the ace, or to finesse the knave. If he leads the ten, it should certainly be passed, unless at a point when the risking one trick would be dangerous.

The lead from ace, nine, is safer than from ace, ten, as the tenace is more probable in the latter, when the suit is led by the adversary.

Throwing a best card to a partner's winning card indicates that the best cards of that suit are behind; throwing a second-best card indicates having no more of the suit.

It is always right to inform your partner if you are strong in trumps ; to do this, if fourth player win with the highest of a sequence, and lead the lowest.

If strong in trumps, do not ruff the second-best of a suit led by your partner ; rather throw away a losing card, except when you have a saw.

If ten cards are played, and one suit only remains, should your partner lead, and you have king, ten, and another, you can make one trick to a certainty. Thus : — If an honour is put on by the right-hand adversary, cover it with the king ; if not, put on the ten. Wanting two tricks, you should put on the king.

If the fourth player wins a trick, it is frequently better to return that suit than to open a fresh one, in which he is weak.

With ace, knave, and another of a suit, when the king is led, you can pass it, frequently to great advantage.

With ace, queen of a suit, should the knave be led on your left, put on the ace invariably, as the king must be behind you.

With only three of a suit, put an honour upon an honour, except the ace upon the knave, with four or more not, unless you have the ten.

With king and one more, it is sometimes good play to put it on, and sometimes not; a previous determination, however, which to do prevents hesitation, that betrays the hand. If turned up, the king should be invariably put on.

If the only remaining trumps are between you and your partner, and you have no winning card,

lead a small trump, in order to give your partner the lead.

Nothing teaches the importance of leads sooner than playing dummy strictly.

It is often of great advantage to win the adversaries' leads, with the highest of a sequence, as it keeps them in the dark as to where the others are.

A thirteenth card is usually led with a view to the partner's putting on a high trump, in order to make trumps separately.

Return the highest, having only three cards of your partner's lead ; it gives him the finesse, and shows you are weak in the suit.

If you have ace, ten, and a small card of a suit, of which your partner leads the nine, pass it, although the finesse is against three cards; for if your partner has an honour you make two tricks; if not, you can make no more than the ace by any mode of play.

With king, queen, or queen, knave, and only one other card of the suit, always play one of the honours second hand.

Having the remaining trumps, some winning cards, and one losing card, play that first, as your partner may thereby make the second best, which he could not do if kept till the last.

When your partner refuses to trump a winning card, lead trumps as soon as you can, and the best trump in your hand.

When the queen is led on your right, (presuming it to be from the usual queen, knave, nine,) and you have ace, or king, ten, and a small one, by passing the queen you have the tenace ; and should your partner hold either ace or king, must make three tricks in the suit.

When your partner has evidently a weak hand, by playing an obscure game tricks are frequently made. When your partner has a good hand, play as clear a game as possible.

It is, although contrary to usual practice, equally advantageous, to lead up to, as through an ace turned up ; not so much so up to a king, and disadvantageous up to queen or knave.

Having ace, king, and two more trumps, insure three rounds, if your partner leads them originally ; but if he leads a nine, or an equivocal

card, in consequence of supposing you strong, pass it ; by which you will have the lead after the third round of trumps.

With ace, queen, ten of the right-hand lead, put on the ten.

When the left-hand adversary refuses to trump a winning card, from fear of being over-trumped, and throws away a losing card, if you have the best of the suit he discards, play it before you lead the other suit again. The commanding card of the adversaries' suit is as valuable as a trump when the trumps are out.

If the right-hand adversary leads, and his partner putting on the knave or queen, your partner wins with the king, when the right-hand leads a small card of that suit again, put on the ten if you have it ; as it is probable you will keep the ace in your partner's hand by doing so.

If weak in trumps, keep guards on your adversaries' suits ; if strong, throw away from them : in all cases, discard from your partner's strong suits.

Should the left-hand adversary lead a king, and stop, to show he wishes to finesse the knave, if you have queen and another, it is clear his finesse must succeed. By playing a small one yourself, when you get the lead, you will frequently deter him from making his intended finesse.

Force your partner, when he shows a weak game.

It is indispensable to stop a long suit by putting on the best trump, when single, at once, in order to prevent throwing away losing cards, if that long suit be suffered to continue. Bad

players have an aversion to do this ; they also put it on when having others, merely from fear of being over-ruffed. This is the contrary extreme, and judgment is requisite to avoid it.

When your partner has shown a strong suit, and has a renounce in another suit, if you have a single card of his strong suit, play it before you force him ; as it is the way either to establish a saw, which is usually advantageous, or it induces the second player to put on the ace if he has it, and thereby clear your partner's suit.

Having ace, knave, ten, and a small card of a suit led by the right-hand adversary, put on the ten, *if in trumps* ; *if in other suits*, a small one : because from king, queen, and two trumps, a small one ought to be led ; from other suits, the king ; consequently, in the latter case, if the king is not led, it must be over you, and playing your

ten can be of no use. On the contrary, it gives away a strong game in the suit.

With a losing trump, and ace, queen, or any other tenace when only three cards remain, play the losing trump, in order to have your tenace led to.

It is frequently necessary to deceive the adversary, and to throw down a high card, to induce him to change his lead; but this must be done without hesitation, and not too frequently.

There is a great distinction to be made between original and forced leads, which beginners do not sufficiently consider. When a partner changes his lead on account of some fall of the cards, this *forced lead* is to be treated as if it were the adversaries' or your own lead, and the tenace and commanding card kept in it if pos-

sible; nor is it to be returned like an original lead.

There is nothing more necessary to be thoroughly comprehended than *under-play*, as it is a constant and successful manoeuvre practised by the experienced against the inexperienced players. It consists in keeping back the best card, and playing a low one, particularly when returning the left-hand adversary's leads; it is then done with a view to your partner making the third best if he has it, while you still retain the commanding card. To exemplify:— Suppose the fourth player to have ace, king, and small ones, of his left-hand adversary's lead; if he wins with *the ace*, and returns a small one, his partner will make the third best, unless the second and third are both against him. It is evident from this, if you lead from the king and your right-hand adversary, after winning with the ten or knave, return

your lead; that the best chance to make your king is to put it in.

Remaining with the first, third, and fourth cards of a suit, of which you suppose the left-hand adversary to have the second guarded, by playing the lowest, it is usually passed, and you make every trick.

Under-play, as described, is seldom resorted to with advantage, except in trumps, or when strong in them, in the other suits.

The trump card should be kept as long as possible for the information of your partner, when he leads trumps; but the reverse, when the adversaries lead them.

Though tenace at Whist cannot be reduced to a certainty as at piquet, still no one can become

a Whist-player who does not thoroughly comprehend it: the principle is simple, but the combinations are various. Every one knows that ace, queen, form tenace; and beginners usually wait to finesse their queens, right or wrong, but omit to do so with other cards, and seem to forget that tenace may be established by any combination of cards, and is as available with a five and seven against the four and six, as with ace and queen against king, knave. Tenace is insured by being played up to, or becoming last player.

Example:—A, the leader, has four cards left; viz. the second and fourth trump, and the ace, and the five of clubs. B, the left-hand adversary, has the first and third trump, and the king and the six of clubs. The ace of clubs being led by A, the king should be put down to it by B. A will then probably lead trumps; if so, B inevitably

makes three tricks : by keeping the king of clubs he cannot possibly make more than two.

A has king, queen, ten of a suit, B ace, knave, and another. A, leading the king, if B wins it with the ace he makes but one trick by giving the king ; and thus, preserving the tenace, he makes two.

Having ace, knave, ten, of a partner's *forced* lead, or of the last cards, play the ten : this will, probably, gain two tricks upon the suit being returned.

Tenace is more easily kept against the right-hand than against the left-hand adversary ; the latter, in fact, requires great skill.

The state of the scores is the sole criterion by which to decide upon the propriety or im-

propriety of a finesse, or of giving one trick for the chance of making two, by preserving the tenace; at the score of three against one point it is highly proper to run some risk to make two by cards in order to win the game; as the loss of the odd trick, by so doing, would be of little moment. Suppose, then, A, with six tricks turned and three cards left in his hand, viz. a losing trump, and tenace of another suit likely to be trumped by one of the adversaries, should play the losing trump as if the trumps are not divided, and his tenace successful, he cannot make two tricks.

At the score of two-love, A has four cards left, viz. two losing trumps and two thirteenth cards, with six tricks turned, there being two superior trumps against him. He is to lead a trump for the chance of two trumps being divided, as, if so, he makes three tricks and the

game; at any other score he should secure the odd trick by forcing the adversary.

The following stroke at Whist (which, considering that cards are unseen, and their positions only presumed, equals a masterly move at chess,) is recorded as showing what first-rate play can do,—the score was four all. A, with *six tricks turned*, remained with ten, seven of trumps and two hearts, and led a heart. B, the left-hand adversary, had knave and eight of trumps and two clubs. C, A's partner, had two small trumps and two hearts. D, the last player, had the king and a small trump, a club and a diamond. D, seeing it was necessary to win every trick and that there was no chance of doing so unless his partner had either the two best trumps, or a successful finesse in them, trumped A's lead of hearts with the best trump, the king; returned

the small one, and thereby won a most critical game.

In order to establish a long suit with four trumps only, under-play is requisite. A has ace, four trumps, tierce major, six hearts, king and another club, and one good diamond ; he should lead a trump, and if his partner wins and returns it keep up the ace. When A or his partner get the lead again, they of course play trump, which leaves him with the lead and one trump, not, however, the best, if they were unequally divided. His strong suit forces out this best trump, but is again established by his small one : had A, on the contrary, put on the ace, he would have been forced, and his strong suit rendered unavailable. With a similar hand, having ace, king, and two small trumps, if the adversaries lead trumps give them the first trick, although last player : nothing

but five or six trumps in one hand can thus prevent the long suit being established.

With ace, queen, and two small trumps, if the knave is led on the left, do not win it, upon the same principle.

Every one with ace, king, knave of a suit, if the queen is turned on the right, will lead the king, and wait ; the same principle attaches to the whole of the cards. If, therefore, you have ace, queen, ten, and the knave is turned up, lead the queen.

Having six trumps originally, it often happens that you have three or four trumps left, and that the best is with your adversaries ; if so, play one, as that best trump may stop your partner's or your suit ; besides, either you or your partner become last player, and gain the tenace in any

other suit that is led. This also demonstrates that it is impolitic to play out the best trump, when several others are against you.

If A remains with the best trump (the knave) and one small trump, and nothing but losing cards, his partner B having the second-best trump, the ten and winning cards, with one other trump in the adversaries' hands, A, when forced, should trump with the knave, and lead the small one, in order to give his partner the lead to make his winning cards.

There is much difference of opinion, even among good players, as to the advantage of leading single cards; the state of the scores, and the chance of winning or saving the game, ought to be the guide in this as in all other leads. Having before remarked upon this point, it is necessary only to add here, that with the ten-

ace, or probability of it in other suits, it is then better to lead the single card, although weak in trumps.

The player who can recollect the cards played with exactness has a decided advantage. Few, however, do so. Those who cannot arrive at such perfection, must, in order to play Whist at all, remember, at least, the trumps, and the best cards of his own suits: in order to accomplish this, every one should contrive a system of Whist mnemonics for themselves, as most likely to become habitual, or learn one suggested by another. Some recommend sorting the hands in a particular manner, and altering the position of the cards as the suits are played: this method fails at a pinch, namely, when you have no more of a suit left, and are consequently called upon to trump or not.

The greatest assistance to memory is the habit of counting your hand by suits as you take it up. When at a loss you can then revert to the original number dealt to you of each suit, and thereby at least make out the number of rounds.

The two terms, tenace and finesse, although universally used at Whist, are not so generally understood; a definition of them is therefore necessary. Tenace is having the cards in a position to gain the most tricks; and finesse is the art of attaining that position.

Both are thus exemplified:—A leads the ten of a suit; B, his partner, having ace, knave, and a small one, passes or *finesses* the ten, although he knows the king to be on his left, in order to have the tenace with his ace knave, when the suit is returned, and to insure two tricks in it; if

he puts on his ace, he can make but one. The same principle attaches to the whole cards ; and memory and observation are requisite to apply it to the low cards when the high are out.

Having said as much as will smooth the way for the beginner, and induce him to think and observe, without which it is impossible to play Whist, I take my leave, merely adding, that it is absurd (unless determined never to play) not to endeavour to arrive at some skill in an amusement so universally prevalent, and in which the calls of society frequently require us to join. Even in the family circle it is useful : age often feels complacent towards youth for affording an hour's innocent amusement, particularly if willingness and some skill are shown ; and both in town and country, to make up the rubber, is well known to be a qualification.

Wishing all Whist-players good cards, and above all, good humour, I here make my bow to the critics — and beg, as is not unusual with them, and in order fully to appreciate this profound treatise, that they will first observe the little allegory facing the title-page, and then regard only

THE END.

CONNUBIAL CONVERSATION.

*The Major writing, and Mrs. A***** knitting.*

Major (jumping up). 'T is done, my work is finished ; I have made my end with a flourish. Congratulate me, my dear !

Mrs. A. Well, so I do, and myself too ; for now you will talk a little, perhaps. How is the weather ? my dear !

Major. If you talk about nothing but that, I'm off to the Club, my dear !

Mrs. A. Is n't that the way conversation begins ? Hang those nasty Clubs ! tiresome retreats

of “ hong-whi,” as Lady Julia calls them : I wish they were all burnt, my dear.

Major. To burn all the clubs would set half the diamonds crying, my dear !

Mrs. A. Major, you want to provoke me : you know well enough I do n’t mean them clubs, — I mean the Cocoa-tree, where you staid till five this morning, my dear ! and what has diamonds to do with it ?

Major. They, my dear ! are the bright eyes that would weep the loss of places where husbands are daily deposited out of the way.

Mrs. A. Psha ! No such thing ! You know I can’t understand your *jeu de mots*; and Lady Julia told you the other day, that Doctor Johnson said, a man who made a pun ——

Major. Would be a bad lexicographer.

Mrs. A. He was no such thing ; he wrote the Dictionary ; and, moreover, was a pious learned man, that never touched a card, my dear !

Major. He stuck to his club like wax, for all that, my dear !

Mrs. A. Well, thank my stars, I know nothing about him ; but, Major, my dear ! have you said any thing in your book about my game, Loo ?

Major. Loo ! Pooh ! What can be written about that ? But stop, my dear ! — a sudden thought strikes me : I am really obliged to you ; it would make my little work more useful to give the laws of Piquet.

Mrs. A. And Cassino — 't is so genteel, my dear !

Major. And of Cribbage.

Mrs. A. That is rather low, my dear !

Major. And of Ecarté — and Backgammon — give me my pen — here goes !

Mrs. A. Then I 'll go and call on Lady Julia, my dear ! — Tiresome brute ! (*Aside*) *and exit.*

LAWS OF PIQUET.

1. THE elder hand must lay out at least one card.
2. If the elder hand take one of his adversaries' cards, he loses the game.
3. If the elder hand turn up a card belonging to the younger hand, he is to reckon nothing that deal.
4. He who plays with thirteen cards reckons nothing.
5. If thirteen cards are dealt to either player, the elder hand has the choice of a fresh deal or not; but if he stands the deal, he must leave

three cards in the stock. More than thirteen cards dealt to either must be dealt over again.

6. If either reckon what he has not, he scores nothing.

7. If either once touch the stock, he cannot alter his discard.

8. If any card be faced, except the bottom card, there must be a new deal.

9. If a card be turned up in dealing, it is at the option of the elder to have a new deal.

10. If the younger hand take in four cards, he *loses the game*, unless a card has been left by the elder.

11. If the elder, showing point and a quart,

should reckon the point only, he is not entitled to reckon the quart after he has played.

12. Although the elder should forget to reckon what he has showed, the younger cannot reckon any thing even of equal value.

13. Carte blanche takes precedence of all scores, consequently saves piques and repiques, and goes towards piqueing or repiqueing the adversary.

14. In case of having carte blanche, the elder bids the younger to discard for carte blanche, and then counts his hand, face upwards, one card after the other ; the younger asks the elder if he has discarded, which done, he shews his blanche in the same way.

15. Two cards at least must be cut for deal.

16. If the elder, after calling, *omits showing* his point, the younger may show and reckon his point.

17. No penalty attends playing with eleven cards; he who plays with more than twelve reckons nothing.

18. Should the elder put the cards he takes in with his discard, they must remain, and he play with seven cards only.

19. If the younger leave a card, and mix it with his discard before shewing it, the elder is entitled to see his whole discard, after the first card is played.

20. If the younger leaves a card or cards, and neither looks at them nor mixes them with his

discard, the elder is not entitled to see them, but they must remain apart.

21. If the younger looks at the cards he leaves, the elder is entitled to see them also, first declaring what suit he will lead.

22. The point is called and reckoned first : no mistake in its amount can be rectified after the younger has replied good or not good to the call.

23. Sequences are reckoned next, and quatorze of aces, &c. last. Should you call a quart, having a quint, you must abide by your first call ; and should you call three aces, having four kings (for instance), you cannot reckon the latter unless the former has been declared good.

24. Whoever discovers he has dealt twice

before looking at *his own* cards, can insist upon his adversary dealing.

25. An imperfect pack of cards does not render the preceding deals void.

26. The player who omits to show his carte blanche, points, or sequences, and to call his quatorze, cannot reckon them after he has played.

27. When the elder leaves cards, he must specify the number.

28. Any card is deemed to be played that has touched the board, unless it causes a revoke.

29. If either name one suit, and play another, the adversary may call a suit.

LAWS OF CASSINO.

CASSINO is played by four persons, sometimes by three, and more frequently by two. The points consist of eleven, and six saves the lurch.

The points are : — Great Cassino (ten of diamonds)	-	-	-	2
Little Cassino (two of spades)	-	-	-	1
The four aces, one point each	-	-	-	4
Majority of spades	-	-	-	1
Majority of cards	-	-	-	3
			<hr/>	
			11	
			<hr/>	

One point is also reckoned for sweeping the board, before the end of the deal.

It sometimes happens that neither party scores after a deal, as the smaller number of points is constantly subtracted from the larger; and if both prove equal, the game recommences, and the deal goes on in rotation. When three persons play, the two having the fewest points add them together, and subtract from the highest; but when their number of points, added together, amount to *or exceed* the highest, neither party scores.

1. The deal and partners are determined by cutting, as at Whist; four cards are dealt to each player, by one at a time; and four more are turned up on the board, either regularly by one at a time, or by two, three, or four at once. After the first cards are played, four more are dealt to each player, until the end of the pack; but none are turned up on the board after the first deal.

2. The deal is recommenced when a card is faced by the dealer, or one is found to be faced in the pack during the first round, before any of the four cards are turned up on the board, but not afterwards.

3. Whoever plays with less than four cards must abide by the loss; and should a card be found under the table, the player whose number was deficient must take the same.

4. One card is played at a time, with which not only every card of the same denomination on the board is taken, but all that will combine therewith likewise; for instance, a ten takes not only another ten, but also nine and ace, eight and deuce, seven and three, six and four, and two fives. Whoever clears the board scores a point. When no cards are on the board, or a

player can neither pair nor combine, he puts down a card.

5. The tricks are not to be examined or counted before all the cards are played; nor may any but the last be looked at, as mistakes must be challenged immediately.

6. He who wins the last trick sweeps all the cards remaining unmatched upon the boards.

LAWS OF ECARTE.

ECARTE, although played by two persons only, can interest a whole company; who bet, and enter, and play in turn; moreover, the bettors have a right to advise the players, but they may follow the advice or not, according to their own judgment: the game consists of five points, and is played with thirty-two cards; the order of which is king, queen, knave, ace, &c.

1. In cutting, the highest card deals; if two cards are shown in cutting, the lowest is the card cut.

2. Five cards are dealt to each; by three and two, or two and three at a time, at the option of

the dealer; but the order with which he commences must be observed throughout a whole game. The eleventh card is the trump.

3. Any card faced in the pack, except the eleventh, voids the deal, if discovered before either hand has been seen; if not discovered until after discarding, and the faced card or cards fall to the dealer, those cards must form part of his hand; if they fall to the elder hand it is at his option to call a fresh deal or not.

4. If the dealer turn up one of his own cards, the deal is good; if one of his adversary's, it is at his option to have a fresh deal or not.

5. When it is discovered before the trump card is seen that a player has dealt out of his turn, the adversary must deal: when not discovered until afterwards, but before discarding

and playing, that pack must remain just as it is for the subsequent deal, and the game proceed by the right dealer dealing with the other pack.

6. Should a misdeal be discovered before either party has seen his hand, the cards must be restored to the order in which they would have fallen had no misdeal been made ; the same if the elder hand, after taking in, perceive that the dealer has not given him as many cards as he asked for.

7. If after the hands are seen by both parties, and, after taking in, the dealer have a deficiency it is at the option of the elder to allow it to be supplied from the stock, or to have a fresh deal ; if the dealer have a card too many, the elder may either draw one from his hand by chance, or have a fresh deal, at his choice.

8. If the elder have a deficiency, it is optional

with him to supply it from the stock ; if he have too many, he may either discard the surplus himself, or claim the deal, unless it arose from his own error, for instance, having asked for more or less than he discarded : in that case the elder is punished by the loss of one point, and is not allowed to reckon the king.

9. He who either discards, or plays with more than five cards, loses a point, and the right of marking the king.

10. If the dealer turn more than one card for the trump, the elder, after looking at his hand, has the option of claiming the proper card to be trump, of placing all the cards seen at the bottom of the stock, or of calling a new deal.

11. The king either turned, or held, is marked one point ; the elder must declare it before he

plays, or when he leads the king mark it at the time; the younger hand must always declare the king before he plays to the first lead.

12. He who has once proposed cannot refuse to take the number of cards he demanded; he who looks at either discard, after taking in, must play with all his cards exposed.

13. It sometimes happens, after proposing several times, sufficient cards do not remain for the younger hand; if so, he must take back his last discard.

14. When the elder proposes for the first time, if the younger refuses to give cards, the elder marks two points for the odd trick; the elder in the same manner loses two points, by playing without proposing; winning the vole, or every trick, is marked two points.

15. If after giving cards the dealer, from forgetfulness, turn up a card as trump, he cannot refuse a second discard if demanded.

16. If the elder hand declare a suit he must play it ; if however he play any other, and the younger plays to it, the card once covered must so remain ; the same in playing out of turn.

17. No revoke is allowed, and a trick must be won if a superior card is held ; there is no underplay or surprise ; the cards are to be taken up again, and he who has revoked or underplayed counts one point less than he would have scored.

18. If a player throws up and mixes his cards with others, the adversary scores two points.

19. He who quits the game before it is finished loses ; but any by-stander having betted, may

play it out for the benefit of himself and the company.

20. When a pack of cards is discovered to be defective, the actual deal is void, but the preceding ones stand good.

21. The players have usually the privilege of accepting bets in preference to the by-standers.

LAWS OF CRIBBAGE.

CRIBBAGE has been reckoned useful to instruct young people in calculation ; they had, however, much better have recourse to other means, and not be initiated in card-playing, which must at least interfere with more innocent amusement, if it does not give an early taste for play.

This game is played either by two, three, or four persons, with five, six, or sometimes eight cards.

There are sixty-one points, or holes, upon a cribbage board, which make the game.

1. The party cutting the lowest card deals.

2. The dealer may discover his own cards ; but if he show any of his adversary's, the adversary is entitled to mark two points ; also to call a fresh deal.

3. If too many cards are dealt to either party, the non-dealer may score two points, and demand another deal ; but the error must be detected previous to taking up the cards ; if he should not choose a new deal, the extra cards must be drawn : when any one plays with more than his proper number of cards, the adversary is entitled to four points, and also to call a new deal.

4. If any one meddle with the cards, after dealing, till the time of cutting for the turn-up card, the opponent scores two points.

5. When any player scores more than he is

entitled to, the other party not only takes from him as many points as are over-marked, but adds the extra number to his own score also.

6. Either party meddling with even his own pegs unnecessarily, forfeits two points ; and whoever takes out his front peg must place it behind the other.

7. In five card cribbage, the cards are to be dealt one by one. In six card cribbage, by three at a time ; and, in eight card, four at a time.

8. The non-dealer, at the commencement of the game, in five card cribbage, scores three points, called taking *three for last* ; but this is not the case in six and eight card cribbage.

9. Flushes are reckoned when three or more cards of a suit are played successively ; the player

of the third card scores three ; of the fourth, four ; and so on.

10. Sequences in play need not be *laid down* in order ; it is sufficient if the cards on the table form a sequence : for instance, suppose a six to be first played, then a four, then a three, and afterwards a deuce, it will make a sequence of three ; should a five then be played, it will be a sequence of five ; and if an ace or seven succeed the five, it will be a sequence of six ; but if the fourth card should be a ten, or any other not in the sequence, it is then totally prevented.

LAWS OF BACKGAMMON.

1. If a man, or men, be taken from a point, that man, or men, must be played.
2. A man is not finally played until it is placed upon a point, and quitted.
3. There is no penalty for playing with less than the regular number of fifteen men.
4. If you bear any number of men before entering a man that has been taken up ; the whole so borne together, with the man taken up, must be re-entered in the adversary's tables.
5. If a throw has been mistaken, and erroneously played, it cannot be rectified after the adversary has thrown.

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